

SEGA™

SEGA  
GENESIS

Virgin



THE  
**TERMINATOR™**



LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA CD™ SYSTEM.

Rated by V.R.C.

**MA-13**

Parental Discretion  
Advised.

Mature Audiences

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### WARNING:

READ BEFORE USING YOUR SEGA  
VIDEO GAME SYSTEM

A VERY SMALL PERCENTAGE OF INDIVIDUALS  
MAY EXPERIENCE EPILEPTIC SEIZURES WHEN  
EXPOSED TO CERTAIN LIGHT PATTERNS OR  
FLASHING LIGHTS. EXPOSURE TO CERTAIN  
PATTERNS OR BACKGROUNDS ON A TELEVI-  
SION SCREEN OR WHILE PLAYING VIDEO  
GAMES MAY INDUCE AN EPILEPTIC SEIZURE  
IN THESE INDIVIDUALS. CERTAIN CONDI-  
TIONS MAY INDUCE UNDETECTED EPILEPTIC  
SYMPTOMS EVEN IN PERSONS WHO HAVE NO  
HISTORY OF PRIOR SEIZURES OR EPILEPSY.  
IF YOU, OR ANYONE IN YOUR FAMILY, HAS  
AN EPILEPTIC CONDITION, CONSULT YOUR  
PHYSICIAN PRIOR TO PLAYING. IF YOU EXPE-  
RIENCE ANY OF THE FOLLOWING SYMPTOMS  
WHILE PLAYING A VIDEO GAME — DIZZINESS,  
ALTERED VISION, EYE OR MUSCLE TWITCHES,  
LOSS OF AWARENESS, DISORIENTATION, ANY  
INVOLUNTARY MOVEMENT, OR CONVULSIONS  
— IMMEDIATELY DISCONTINUE USE AND  
CONSULT YOUR PHYSICIAN BEFORE RESUM-  
ING PLAY.



THIS OFFICIAL SEAL IS YOUR ASSURANCE  
THAT THIS PRODUCT MEETS THE HIGHEST  
QUALITY STANDARDS OF SEGA<sup>TM</sup>. BUY  
GAMES AND ACCESSORIES WITH THIS SEAL  
TO BE SURE THAT THEY ARE COMPATIBLE  
WITH THE SEGA CD<sup>TM</sup> SYSTEM.

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## GETTING STARTED



1. A GENESIS CONTROLLER SHOULD BE PLUGGED INTO THE "CONTROL 1" PORT ON YOUR SEGA GENESIS.
2. MAKE SURE THAT THERE IS NO GAME CARTRIDGE IN YOUR SEGA GENESIS SYSTEM AND FOLLOW ALL SEGA CD SYSTEM DIRECTIONS TO ACTIVATE YOUR SEGA CD SYSTEM.
3. FOLLOW SEGA CD SYSTEM DIRECTIONS TO OPEN THE SEGA CD DRIVE FROM THE SEGA CD CONTROL MENU.
4. CAREFULLY PLACE THE TERMINATOR CD GAME DISC IN THE SEGA CD SYSTEM WITH THE LABEL-SIDE FACING UP.
5. CLOSE THE SEGA CD DRIVE FROM THE SEGA CD CONTROL MENU AND THEN SELECT CD-ROM ON THE CONTROL MENU TO LAUNCH THE TERMINATOR AND BEGIN PLAY.

## ABOUT THIS GAME

### THE TERMINATOR... SEGA CD!

THE TERMINATOR SEGA CD IS NOT JUST AN UPGRADE OF THE GENESIS GAME, IT IS A UNIQUE PRODUCT, CONTAINING 10 ENTIRELY NEW LEVELS OF BACKGROUNDS AND ANIMATIONS ALONG WITH CINEMATIC INTERMISSIONS AND AN ORIGINAL SCORE.

ACTUAL SCENES FROM THE TERMINATOR FILMS HAVE BEEN COMBINED WITH STATE-OF-THE-ART GAME PLAY, SOUND AND GRAPHICS TO PRODUCE A LEVEL OF MOVIE-LIKE REALISM PREVIOUSLY UNAVAILABLE TO GAME PLAYERS DUE TO TECHNOLOGICAL LIMITATIONS. THE NEARLY UNLIMITED MEMORY CAPABILITY OF CD, HOWEVER, PROVIDES THE ENTRY POINT FOR THIS EXCITING NEW GAME EXPERIENCE IN WHICH THE PLAYER CONTROLS THE HEROIC REESE, A WARRIOR FROM A DYSTOPIAN FUTURE WHO SERVES AS BODYGUARD TO SARAH CONNOR IN ORDER TO INSURE THE BIRTH OF HER SON, JOHN — THE MAN WHO WILL ONE DAY LEAD THE HUMAN RESISTANCE MOVEMENT AGAINST THE ROBOTIC RULING CLASS.

THE INNOVATIVE MUSICAL SCORE BY TOMMY TALLARICO — RECORDED AT HOLLYWOOD'S LEGENDARY A&M STUDIOS — MAKES USE OF THE EXCITING, NEW QSOUND™ AUDIO TECHNOLOGY. ANY STEREO TV IS CAPABLE OF PROJECTING QSOUND, A REMARKABLE RECORDING TECHNIQUE WHICH PRODUCES THE AUDIO EQUIVALENT OF 3-D. BY POSITIONING YOURSELF BETWEEN THE TWO SPEAKERS, THE MUSIC WILL SOUND AS IF IT IS LITERALLY FLOATING AROUND YOU, PROVIDING CD-QUALITY SOUND THAT IS ACTUALLY SUPERIOR TO WHAT CAN BE HEARD USING HEADPHONES.

Q SOUND

QSOUND VIRTUAL AUDIO IS A REVOLUTIONARY, MULTI-DIMENSIONAL SOUND PLACEMENT TECHNOLOGY PROVIDING A GREATLY EXPANDED SOUND FIELD THAT REQUIRES ONLY TRADITIONAL STEREO PLAYBACK SYSTEMS FOR REPRODUCTION. QSOUND WAS DEVELOPED THROUGH MANY YEARS OF STUDY OF THE HUMAN HEARING PROCESS. MORE THAN 550,000 EXPERIMENTS WERE PERFORMED TO DEVELOP THE PSYCHOACOUSTIC FORMULAS. TO DATE, QSOUND LTD. HAS BEEN AWARDED SIX UNITED STATES PATENTS AND SEVERAL INTERNATIONAL PATENTS. QSOUND

**Q SOUND SETUP  
BALANCE**

IF EACH SPEAKER HAS A SEPARATE VOLUME CONTROL, SET THEM AS EQUALLY AS POSSIBLE. IF YOUR SYSTEM HAS A SINGLE BALANCE CONTROL, IT SHOULD BE SET TO THE CENTER BALANCED POSITION.

**NOTE: SET BOTH VOLUME CONTROLS TO EQUAL FOR INDEPENDENTLY POWERED SPEAKERS.**

## SPEAKER PLACEMENT

TRY TO KEEP THE SPEAKERS AT LEAST  
THREE FEET FROM THE SIDE WALLS, AND ON  
THE SAME PLANE. THEY MAY BE ANGLED IN  
SLIGHTLY IF PREFERRED.

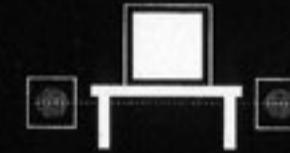
## SPEAKER CABLING

YOU MUST MAKE SURE TO CONNECT RED TO RED AND BLACK TO BLACK (POSITIVE TO POSITIVE, NEGATIVE TO NEGATIVE) ON BOTH LEFT AND RIGHT SPEAKERS TO AMPLIFIER OR SOUND BOARD TO ACHIEVE PROPER PHASING. ONE SIDE OF SPEAKER WIRE OR LAMP CORD IS OFTEN MARKED FOR THIS PURPOSE WITH A LINE OR RIDGE.

## SPEAKER PLACEMENT



WRONG



RIGHT:  
SPEAKERS  
SHOULD BE AT  
SAME HEIGHT,

## SOUNDSCAPE-THE TERMINATOR WITH QSOUND VIRTUAL AUDIO VS. THE TERMINATOR WITH STEREO

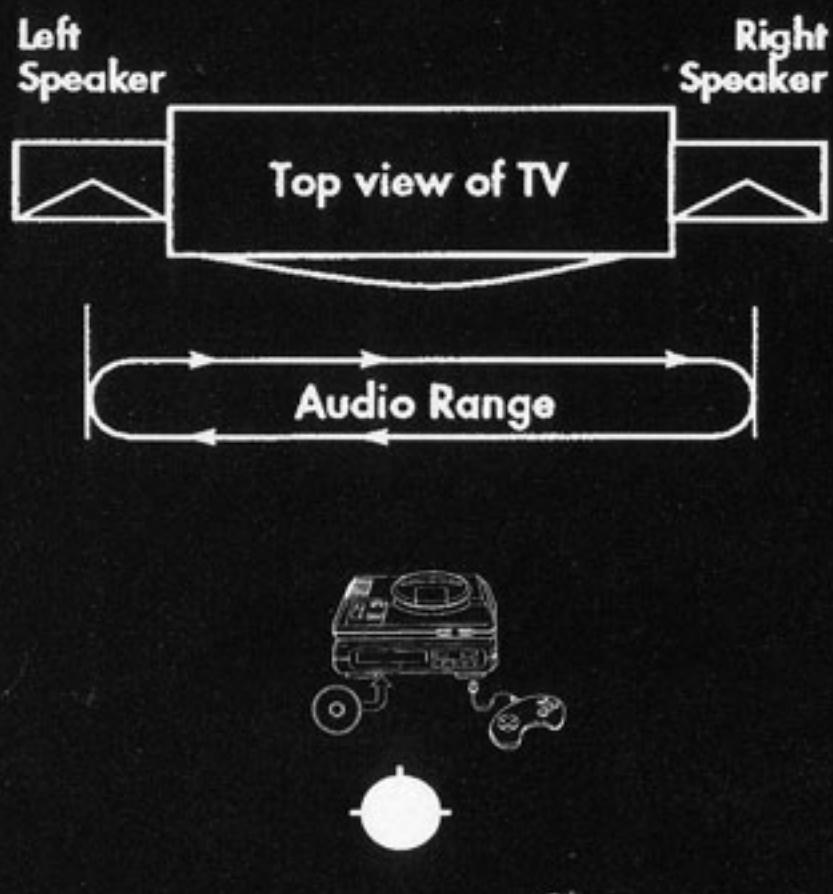


FIGURE 1:  
USING CONVENTIONAL STEREO

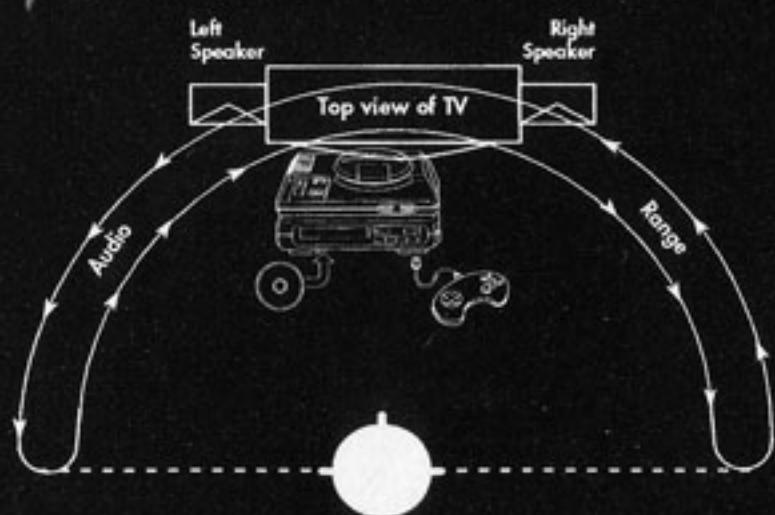


FIGURE 2:  
USING QSOUND VIRTUAL AUDIO

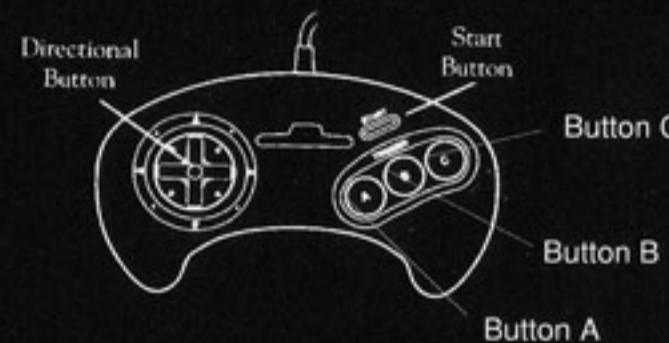
## INTRODUCTION

### AVOID TERMINATION!

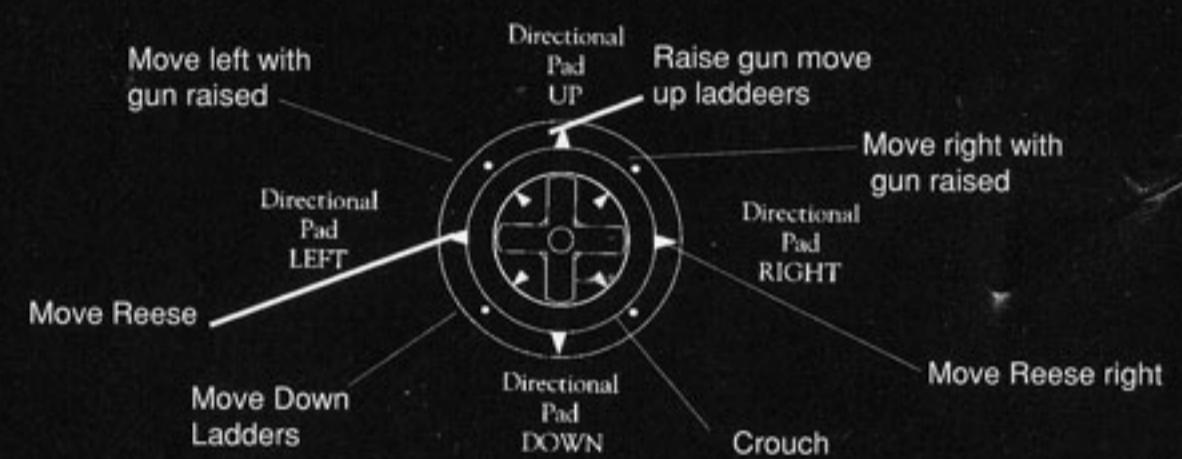
THE MACHINES ROSE FROM THE ASHES OF THE NUCLEAR FIRE. THEIR WAR TO EXTERMINATE MANKIND HAD RAGED FOR DECADES, BUT THE FINAL BATTLE WOULD NOT BE FOUGHT. IT WOULD BE FOUGHT HERE IN OUR PRESENT. TONIGHT...

KYLE REESE HAS AN IMPOSSIBLE MISSION SET BEFORE HIM: HE MUST FIGHT HIS WAY INTO THE SKYNET LAB'S BUILDING, FIND THE TIME DISPLACEMENT EQUIPMENT AND USE IT TO GO BACK IN TIME, TO MODERN-DAY LOS ANGELES. ONCE THERE, HE MUST FIND THE WOMAN WHO HOLDS THE KEY TO SURVIVAL OF THE HUMAN RACE AND PROTECT HER FROM THE TERMINATOR WHO HAS TRAVELED BACK FROM THE FUTURE TO DESTROY HER.

## DIRECTIONAL PAD



This manual refers to the following directions:



## TAKE CONTROL

### CONTROLLING REESE

THE FOLLOWING IS A COMPLETE LIST OF COMMANDS FOR GUIDING REESE THROUGH HIS MISSION:

LEFT/RIGHT	MOVES REESE LEFT OR RIGHT
UP	ALLOWS REESE TO CLIMB STAIRS OR LADDERS
DOWN	MOVES REESE DOWN LADDERS OR STAIRS
(B)	REESE STANDS AND FIRES HIS WEAPON
(A)	REESE JUMPS FROM A STANDING POSITION
(C)	STANDING GRENADE THROW
(B) THEN (A)	JUMP AND FIRE
DOWN + (C)	REESE DUCKS GRENADE THROW
DOWN + (A)	REESE DUCKS FIRE
LEFT/RIGHT + (A)	REESE SIMULTANEOUSLY
	RUNS AND FIRES TO THE LEFT OR RIGHT
LEFT/RIGHT + (B)	REESE TAKES A RUNNING
	JUMP TO THE LEFT OR RIGHT
LEFT/RIGHT + (B) THEN (A)	REESE TAKES A
	RUNNING JUMP TO THE
	LEFT OR RIGHT AND FIRES IN THE AIR

ON LADDERS AND STAIRS, IF PLAYER PURESSES (A)  
REESE WILL REMAIN STATIONARY AND THE DIRECTION  
PAD (D BUTTON) WILL DICTATE THE FIRING ARC.  
GRENADES CAN BE DROPPED FROM LADDERS.

## GAME PLAY

REESE CAN RUN, JUMP, DUCK, FIRE HIS WEAPON, THROW GRENADES AND ACQUIRE POWER-UPS. SOME OF THESE ACTIONS CAN EVEN BE PERFORMED SIMULTANEOUSLY: HE CAN FIRE HIS WEAPON WHILE RUNNING OR CLIMBING A LADDER AND HE CAN JUMP WHILE RUNNING. REESE BEGINS THE GAME WITH A STANDARD-ISSUE RESISTANCE WEAPON. IT IS LIMITED IN TERMS OF BOTH FIRE-POWER, RATE OF FIRE AND FIRING ARC. POWER-UPS ARE AVAILABLE WHICH CAN RESTORE REESE'S HEALTH OR PROVIDE HIM WITH A SUPERIOR WEAPON. SOME ARE AVAILABLE ONLY IN THE FUTURE AND OTHERS CAN BE LOCATED EXCLUSIVELY IN THE PAST (LA IN '84).

## POWER-UPS

**REPEATER RIFLE** HEAVY-DUTY WEAPON CAPABLE OF CONTINUOUS FIRE

**PARTICLE RIFLE** SAME IMPACT AS THE DEFAULT WEAPON, BUT CAPABLE OF FIRING IN A WIDER ARC

**BATTLE RIFLE** THIS POWERHOUSE OFFERS THREE TIMES THE FIRE-POWER OF THE DEFAULT WEAPON BUT DISCHARGES AT A SLOWER SPEED

**ENERGY FIELD** WHEN ENCAPSULATED WITHIN AN ENERGY FIELD, REESE IS TEMPORARILY INVULNERABLE

**M15 CAW** HEAVY-DUTY WEAPON CAPABLE OF CONTINUOUS FIRE

**SPAS 12** OFFERS THE SAME FIREPOWER AS THE DEFAULT WEAPON WITH A WIDER FIRING ARC

**M203** SIMILAR TO THE FUTURISTIC BATTLE RIFLE, WITH THREE TIMES THE HIT POWER BUT A SLOWER RATE OF FIRE

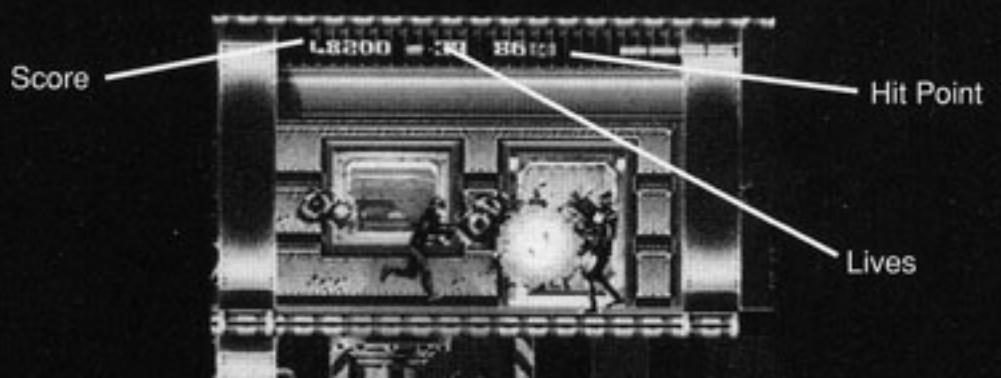
**FLAK VEST** TEMPORARILY SHIELDS REESE FROM CONTEMPORARY WEAPONS

**FIRST-AID BOX** PARTIALLY RESTORES REESE'S HEALTH

**BOMB CANISTER** CONTAINS THREE GRENADES.

**PIPE BOMB** CAN BE PICKED UP AND THROWN AS A GRENADE.

## CHARACTER STATUS BAR



THE FOLLOWING ITEMS APPEAR IN THE UPPER LEFT CORNER OF THE SCREEN:

**SCORE** NUMBER OF POINTS THE PLAYER HAS TALLIED

**LIVES** NUMBER OF REMAINING LIVES

**HIT POINTS** A BAR GAUGE INDICATING THE AMOUNT OF DAMAGE REESE HAS SUFFERED. IT STARTS OUT FULL AND DIMINISHES AS HE TAKES DAMAGE. HPS CAN BE ADDED BY PICKING UP A FIRST-AID KIT. WHEN REESE PICKS UP AN ENERGY FIELD OR FLAK VEST, THE ENERGY FIELD FLASHES AROUND REESE AS LONG AS IT IS ACTIVE.

Character Status Bar

## LEVEL-BY-LEVEL BREAKDOWNS

THE FOLLOWING IS A LEVEL-BY-LEVEL GUIDE TO EACH OF THE TEN SCENARIOS REESE MUST OVERCOME IN ORDER TO SAVE THE FUTURE OF MANKIND.

### LEVEL ONE: HUMAN OUTPOST

PLAY OBJECTIVE: REESE MUST ESCAPE THE HUMAN BASE WHICH HAS NOW BEEN OVER-RUN BY TERMINATORS.

ENEMIES: TERMINATORS, ENDO-SKELETON TERMINATORS, AND MACHINE GUNNERS

### LEVEL TWO: HOLOCAUST L.A.

PLAY OBJECTIVE: IN THE RUBBLE THAT WAS ONCE LOS ANGELES, REESE CONTINUES HIS JOURNEY TO THE SKYNET BASE WHILE AVOIDING HUNTER-KILLERS (HKs) AND TERMINATORS.

LEVEL ELEMENTS: FIRE AND DESTROYED VEHICLES

ENEMIES: ENDO SKELETON TERMINATORS, SPIDER HKs, FLYING HKs, HUGE TANK HK

### LEVEL THREE: SKYNETBASE, PART 1

PLAY OBJECTIVE: REESE MUST PENETRATE SKYNET's OUTER DEFENSES, FIGHT HIS WAY THROUGH THE BASE'S LAUNCH BAY SECTION AND AVOID AERIAL HKs.

LEVEL ELEMENTS: AUTOMATED SKYNET DEFENSES INCLUDE MOTION SENSORS, TRACK CANONS AND ENERGY BARRIERS.

ENEMIES INCLUDE: ENDO SKELETON TERMINATORS, ENDO SKELETON DOGS AND HK UNITS

### LEVEL FOUR: SKYNETBASE, PART 2

PLAY OBJECTIVE: REESE MUST BLAST HIS WAY THROUGH SKYNET's AUTOMATED DEFENSES IN ORDER TO REACH THE TIME PROJECT AND DEFEAT THE TERMINATORS THAT GUARD AND CONTROL IT.

LEVEL ELEMENTS: MOTION SENSORS, TRACK CANONS, ENERGY BARRIERS, ELEVATORS, ENDO SKELETON-TYPE TERMINATORS EQUIPPED WITH GATLING GUNS AND CONTROL PANEL TRIGGERS.

ENEMIES: ENDO SKELETON TERMINATORS, HK UNITS

#### LEVEL FIVE: CITY STREETS

PLAY OBJECTIVE: VIA TIME DISPLACEMENT, REESE IS TRANSPORTED TO LA, CIRCA 1984. UNFORTUNATELY, HE ARRIVES IN THE WORST 'HOOD IN TOWN AND MUST TAKE ON ROVING BANDS OF PUNKS AND BIKERS.

LEVEL ELEMENTS: ELEVATOR, STEEL I-BEAM WITH CABLE AND CONTROL PANELS

ENEMIES: STREET PUNKS, BIKERS

#### LEVEL SIX: CITY ROOFTOPS

PLAY OBJECTIVE: IF REESE SURVIVES THE STREETS OF LA, HE MUST FIGHT HIS WAY ACROSS THE ROOFTOPS, WHERE HE FINALLY SPOTS THE T-800 MODEL TERMINATOR TAKING OVER A POLICE HELICOPTER. REESE MUST BATTLE IT OUT WITH THE LETHAL CHOPPER IN ORDER TO REACH HIS NEXT LOCATION: THE TECHNOIR BAR.

LEVEL ELEMENTS: CRANES, CONTROL PANEL TRIGGERS

ENEMIES: STREET PUNKS, TERMINATOR-CONTROLLED HELICOPTER

#### LEVEL SEVEN: TECHNOIR BAR

PLAY OBJECTIVE: INSIDE THE LOWLIFE TECHNOIR BAR, REESE MUST MAKE HIS WAY THROUGH PACKS OF CRAZED PUNKS IN ORDER TO LOCATE SARAH. HE ALSO ENCOUNTERS THE TERMINATOR HERE.

LEVEL ELEMENTS: SKYLIGHT, CEILING FAN VENT, LIGHT FIXTURES, TV MONITORS AND STROBING LIGHTS

ENEMIES: STREET PUNKS AND THE TERMINATOR

#### LEVEL EIGHT: POLICE STATION

PLAY OBJECTIVE: REESE MUST SINGLE-HANDEDLY ATTACK THE POLICE STATION WHERE SARAH IS BEING HELD. IF HE LOCATES HER, HE THEN ENCOUNTERS THE TERMINATOR IN THE POLICE GARAGE.

LEVEL ELEMENTS: CONTROL PANEL TRIGGERS, ELEVATORS

ENEMIES: PUNKS, TERMINATOR

LEVEL NINE: CYBERDYNE FACTORY,  
PART 1

PLAY OBJECTIVE: AFTER INSTRUCTING SARAH TO RUN FOR SAFETY, REESE MUST WORK HIS WAY THROUGH THE CYBERDYNE FACTORY, MOVING TOWARD THE COMPRESSOR DEVICE. THE TERMINATOR, NOW STRIPPED OF HIS SYNTHETIC SKIN, PURSUES RELENTLESSLY.

LEVEL ELEMENTS: VIDEO CAMERAS, FURNACE, CONVEYOR BELTS, ELEVATORS, CRATES, CONTROL PANEL TRIGGERS, DROIDS

ENEMIES: ENDO SKELETON TERMINATOR, CYBERDYNE DROIDS, CYBERDYNE DEFENSE SYSTEMS

LEVEL TEN: CYBERDYNE FACTORY,  
PART 2

PLAY OBJECTIVE: REESE MUST SOMEHOW LURE THE TERMINATOR THROUGH THE CYBERDYNE FACTORY TO THE GIGANTIC COMPRESSOR WHERE SARAH WAITS.

LEVEL ELEMENTS: CYBERDYNE SECURITY EQUIPMENT, FURNACE, CONVEYOR BELT, LIFT, FLASHING LIGHTS

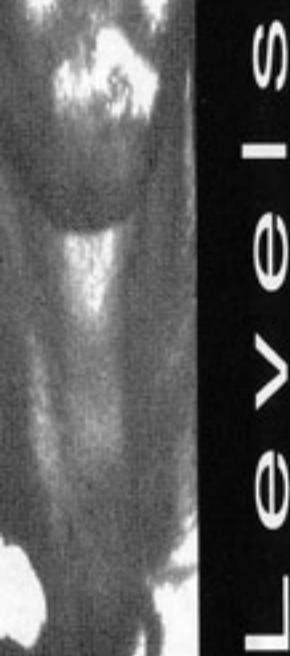
ENEMIES: ENDO SKELETON, CYBERDYNE DROID

HANDLING YOUR SEGA CD DISC

- THE SEGA CD DISC IS INTENDED FOR USE EXCLUSIVELY WITH THE SEGA CD SYSTEM.
- HANDLE IT WITH CARE. DO NOT BEND IT, CRUSH IT OR SUBMERGE IT IN LIQUIDS.
- DO NOT LEAVE IT IN DIRECT SUNLIGHT OR NEAR A RADIATOR OR OTHER SOURCE OF HEAT.
- BE SURE TO TAKE A RECESS DURING EXTENDED PLAY, TO REST YOURSELF AND THE SEGA CD DISC.
- KEEP YOUR SEGA CD DISC CLEAN. ALWAYS HOLD BY THE EDGES AND KEEP IN ITS CASE WHEN NOT IN USE. CLEAN WITH A LINT-FREE, SOFT DRY CLOTH-WIPIING IN STRAIGHT LINES FROM CENTER TO EDGE. NEVER USE SOLVENTS OR ABRASIVE CLEANERS.

WARNING:

FOR OWNERS OF PROJECTION TELEVISIONS  
STILL PICTURES OR IMAGES MAY CAUSE  
PERMANENT PICTURE-TUBE DAMAGE OR  
MARK THE PHOSPHOR OF THE CRT. AVOID  
REPEATED OR EXTENDED USE OF VIDEO  
GAMES ON LARGE SCREEN PROJECTION  
TELEVISIONS.



## TERMINATOR SEGA CD CREDITS

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SILAS WARNER

PROGRAMMED BY SILAS WARNER

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TIM WILLIAMS  
BILL ANDERSON

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MANUAL DESIGNED BY CRYSTAL WINES

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ROBIN KAUSCH AS SARAH CONNOR  
DAVID LUEHMANN AS REESE  
ADDITIONAL ANIMATION MODELS:  
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STEVE HENIFIN

SPECIAL THANKS TO: RAND MARLIS AND RUTH  
SALISBURY OF CREATIVE LICENSING

## TERMINATOR CD MUSIC CREDITS

DIRECTOR OF MUSIC & FX: TOMMY TALLARICO  
FX TECHNICIAN: STEVE HENIFIN

ALL SONGS WRITTEN, ARRANGED, PERFORMED,  
RECORDED AND PRODUCED BY TOMMY TALLARI-  
CO EXCEPT \* WRITTEN BY BRAD FIEDEL,  
V WRITTEN BY JOEY KURAS, \*\* WRITTEN BY  
BIJAN SHAHEER, AND VV WRITTEN BY  
TEKNO MAN OF TEKNOLOGIC.

KEYBOARDS, GUITARS, DRUMS, BASS, ETC.:  
TOMMY TALLARICO ADDITIONAL RYTHMN GUI-  
TARS: BIJAN SHAHEER, MIKE FIELDS, JOEY  
KURAS

MIXED IN QSOUND BY BUZZ BURROWES  
SECOND ENGINEER: ED KORENGO  
DIGITALLY RECORDED AT: THE VIRGIN MUSIC  
FACTORY, IRVINE  
MIXED AT: A+M STUDIOS, HOLLYWOOD & THE  
ENTERPRISE, BURBANK  
MASTERED AT: FLYWHEEL DIGITAL STUDIOS,  
VIRGIN GAMES, IRVINE

THANKS TO: MOM & DAD, STEPHEN "THE  
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HOLCOMB, BRIAN COWIESON OF QSOUND,  
ROLAND KEYBOARDS, MARTIN KITCAT, MIKE  
TALLARICO AND SYLVESTER STALLONE.

\* SPECIAL MUSICAL THANKS TO: SCOTT SPEAR,  
JOE MC LAUGHLIN, JOHN KITCHEN, EVERETT  
MANN, AND EDDIE VAN HALEN.

TRACK	SONG	TIME
2	THE TERMINATOR THEME*	2:35
3	TAKING TO THE AIR	3:25
4	FUTURE SHOCK**	4:03
5	DESTINATIONZ UNKNOWN	5:10
6	THIS WAY	4:08
7	VISIONS V	4:17
8	ON YOUR SIDE	3:28
9	CYBERTEK VV	1:33
10	METAMORPHOSIS	3:38

\* THE TERMINATOR THEME WRITTEN BY BRAD  
FIEDEL EUPHONIOUS MUSIC, INC. (ASCAP)

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US#s 4,442,486/4,454,594/4,462,076;  
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Hong Kong# 88-4302;  
Singapore# 88-155;  
Japan# 82-205605 (Pending)

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Name _____	Address _____	City _____	State _____	Zip _____	Country _____
Product Purchased: _____	Product Purchased: _____	Product Purchased: _____	Product Purchased: _____	Product Purchased: _____	Product Purchased: _____
Primary user's age: <input type="checkbox"/> under 10 yrs. <input type="checkbox"/> 11-17 yrs. <input type="checkbox"/> 18-30 yrs. <input type="checkbox"/> 31-50 yrs. <input type="checkbox"/> over 50 yrs.	Primary user is: <input type="checkbox"/> Male <input type="checkbox"/> Female	Number of other video games owned: <input type="checkbox"/> 0-2 <input type="checkbox"/> 3-6 <input type="checkbox"/> 7-10 <input type="checkbox"/> 11-20 <input type="checkbox"/> over 20	Where was this game purchased? <input type="checkbox"/> Toys 'R Us <input type="checkbox"/> JCPenney/Sears/Wards <input type="checkbox"/> K Mart/Wal-Mart/Target <input type="checkbox"/> Department Store <input type="checkbox"/> Toy Store <input type="checkbox"/> Electronics/Video Store <input type="checkbox"/> Mail Order <input type="checkbox"/> Other	Who purchased this video game? <input type="checkbox"/> Primary user <input type="checkbox"/> Parent/guardian <input type="checkbox"/> Brother/Sister <input type="checkbox"/> Relative <input type="checkbox"/> Friend <input type="checkbox"/> Received as gift	When did you purchase this particular product? (Circle one only) <input type="checkbox"/> 1. Played it before buying <input type="checkbox"/> 2. Friend recommended it <input type="checkbox"/> 3. Saw an ad for it <input type="checkbox"/> 4. Played it in and arcade <input type="checkbox"/> 5. Read a magazine/article/review <input type="checkbox"/> 6. Saw an in-store display <input type="checkbox"/> 7. Heard a radio commercial <input type="checkbox"/> 8. Salesperson's recommendation
What game or computer systems are in your household?					
1. <input type="checkbox"/> Nintendo	2. <input type="checkbox"/> Turbo Grafx	3. <input type="checkbox"/> Amiga	4. <input type="checkbox"/> PC (IBM or other)	5. <input type="checkbox"/> Atari Lynx	6. <input type="checkbox"/> Game Boy
7. <input type="checkbox"/> Sega CD	8. <input type="checkbox"/> Genesis	9. <input type="checkbox"/> Macintosh	10. <input type="checkbox"/> Super NES	11. <input type="checkbox"/> Game Gear	
Favorite video games (any publisher): _____					
Favorite Magazines: _____					
TERMINATOR (SEGA CD)					

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UNITED STATES

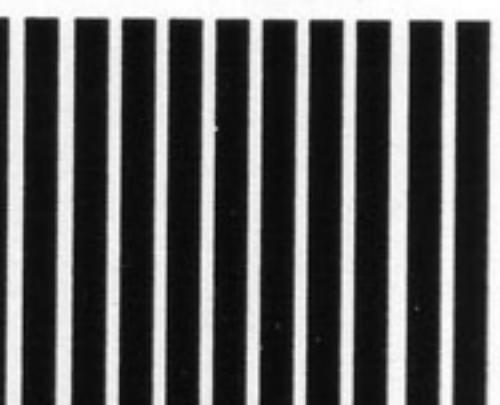
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# Get the Terminator™ to go for Game Gear™!

Now you can take the  
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this direct translation  
of the award winning  
Genesis™ version



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